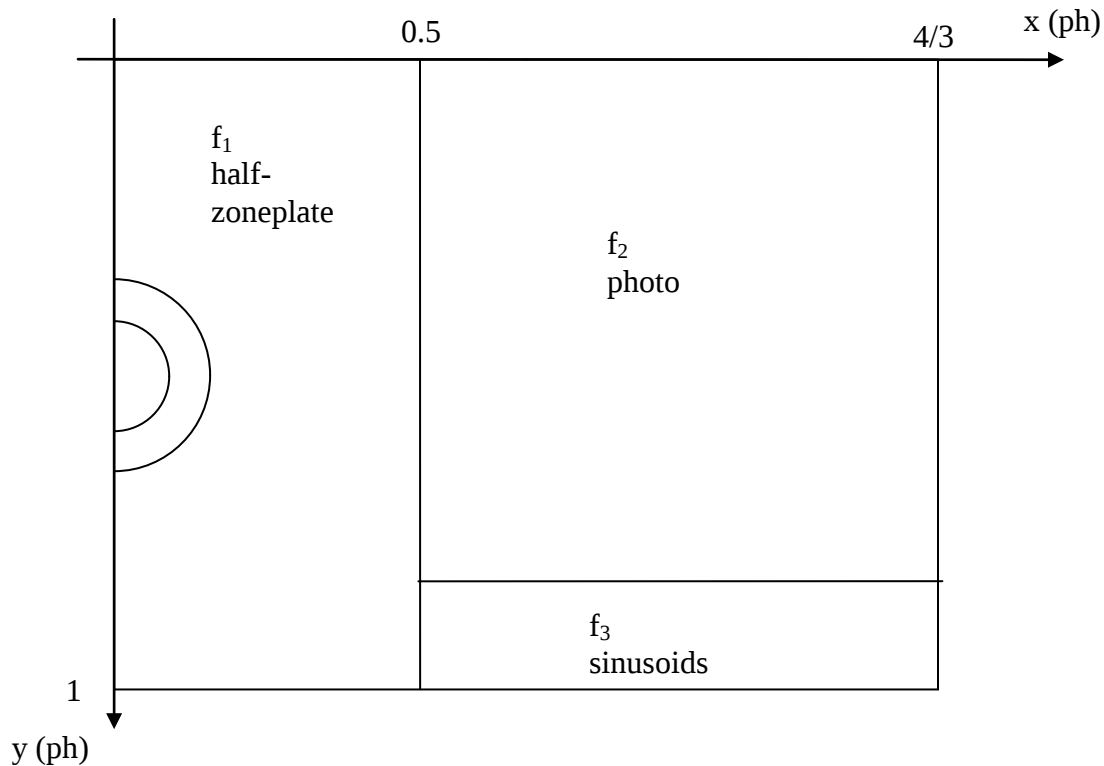


CEG4316 Digital Image Processing

Sept. 19, 2013

Create an image test pattern

1. Create and display a 4:3 image (4/3 ph by 1 ph) consisting of 1024 by 768 samples as follows.



You should create three images A, B, C and mosaic them as $Z = [A \ [B; C]]$. Use same procedure as last week with `meshgrid` to generate A and C, of course making the appropriate adjustments to size, spacing, etc. Note that u_1, v_1, u_2, v_2 have units of c/ph and r is in ph.

$$f_1(x, y) = (0.5 + 0.5 \cos(\pi(x^2 + (y - .5)^2) / r^2)), \quad r = 0.05, \quad 0 \leq x < 0.5, \quad 0 \leq y < 1$$

$$f_2(x, y) = \text{photo}(x, y) \quad (640 \text{ by } 640 \text{ image})$$

$$f_3(x, y) = (0.5 + 0.25 \cos(2\pi(56x + 9y))) + 0.25 \cos(2\pi(30x - 180y)), \quad 0 \leq x < 0.8\bar{3}, \quad 0 \leq y < 0.1\bar{6}$$

$$f = f_1 + \mathcal{T}_{(.5,0)} f_2 + \mathcal{T}_{(.5,0.8\bar{3})} f_3$$

where $\mathcal{T}$ is the shift operator. Save the test image as a TIFF file, and make sure you can display the saved image. Experiment with other values of r, u_1, v_1, u_2, v_2 . (Make them variables in your m-file.)

2. Compute the following point-wise non-linear transformation of the image Z in two ways. Time each using `tic`, `toc` and compare. Also display both $Z1$ and $Z2$ and compare.

(a) $Z1$ = direct computation (you figure out how)

```
(b) for i = 1:768
    for j = 1:1024
        if(Z(i,j) < 0.0031308)
            Z2(i,j) = 22.92*Z(i,j);
        else
            Z2(i,j) = 1.0555*Z(i,j)^0.41666 - 0.055;
        end
    end
end
```